

## **CLAIMS**

This listing of claims will replace all prior versions, and listings, of claims in the application:

### **Listing of Claims**

1. (Currently Amended) A soccer board game comprising:
  - ~~a game board having game spaces defined thereon;~~
  - a first plurality of player-tokens adapted to be selectively positioned by a first player on the game board so as to occupy a first plurality of the game spaces represent soccer players of a first soccer team for a first player of the soccer board game;
  - a second plurality of opponent-tokens adapted to be selectively positioned by an opponent player on the game board so as to occupy a second plurality of the game spaces represent soccer players of a second soccer team for a second player of the soccer board game;
  - a game piece adapted to be movable, and selectively associated with either the first or the second plurality of tokens; and
  - a first game piece to be moved by the first player within a player turn, from a starting game space to a first transitional game space and one or more successive game spacesa game board having a plurality of game spaces defined thereon, including a number of team spaces for selective occupancy by selected ones of the first and second plurality of tokens and stochastic occupancy by the game piece, and at least a first of the team spaces having a first indicia indicating at least a selected one of an advantage movement and a disadvantage movement of the game piece that is dependant on the current occupancy state of the first team space, when the game piece lands in the first team space.[:]]

~~wherein when the first transitional game space is occupied by a first player token, the game piece is advanced to a first successive game space by an amount indicated by movement indicia associated with the first transitional game space, and~~

~~when the first transitional game space is occupied by a first opponent token, the game piece is moved backward to a second successive game space by an amount indicated by the movement indicia associated with the first transitional game space. —~~

2. (Currently Amended) The soccer board game of claim 1, wherein the advantage movement comprises the game piece advancing a number of the game spaces, relative to the first team space, based at least in part on the first indicia of the first team space, and the advantage movement is to be effected when the first ~~successive gameteam~~ space is occupied by a selected one of the first and second plurality of tokens that is associated with the game piece. ~~a second of the plurality of player tokens, the first game piece is advanced to a third successive game space by an amount indicated by movement indicia associated with the first successive game space, and when the first successive game space is occupied by a second of the plurality of opponent tokens, the game piece is moved backwards to a fourth successive game space by an amount indicated by the movement indicia associated with the first successive game space.~~

3. (Canceled)

4. (Canceled)

5. (Currently Amended) The soccer board game of claim 1, wherein the disadvantage movement comprises the game piece retreating a number of the game spaces, relative to the first team space, based at least in part on the first indicia of the first team space, and the disadvantage movement is to be effected when the first team space is occupied by a selected one of the first and second plurality of tokens that is not associated with the game piece. ~~further comprising a second game piece to be moved by the opponent player within an opponent player turn, from the starting game space to a second transitional game space, wherein when the second transitional game space is occupied by a second of the plurality of opponent tokens, the second game piece is advanced to a third successive game space by an amount indicated by movement indicia associated with the second transitional game space, and when the second transitional game space is occupied by a second of the plurality of player tokens, the second game piece is moved backward to a fourth successive game space by an amount indicated by the movement indicia associated with the second transitional game space.~~
6. (Currently Amended) The soccer board game of claim 1, wherein the game spaces further comprising a plurality of chance cards to be drawn by the first player in response to the first game piece landing on one of a plurality of game action spaces, the action spaces having a plurality of second indicia indicating corresponding actions to be taken when the moveable game piece lands in the action spaces at different points in play. ~~indicating a card draw.~~
7. (Currently Amended) The soccer board game of claim 6, wherein the at least one of the actions indicated is selected from a group consisting of an action of

advancing the game piece by a number of game spaces relative to the game space the game piece has landed, an action of retreating the game piece by a number of game spaces relative to the game space on which the game piece has landed, an action of advancing the game piece to a specified game space, and an action of retreating the game piece to a specified game space~~chance cards indicating one or more conditional actions to be taken by the first player conditioned upon a location of the first game piece on the game board.~~

8. (Currently Amended) The soccer board game of claim 407, wherein ~~the one or more conditional actions comprise moving~~ an action of advancing the game piece forward by an indicated number of game spaces, and an action of moving~~retreating the game piece backwards by an indicated number of game spaces, and scoring a goal.~~

9. (Canceled)

10. (Currently Amended) The soccer board game of claim 640, wherein ~~the plurality of chance cards comprise an one or more injury cards~~ having an indicia indicating a selected one of the first and second tokens to be removed from its current occupying team space, ~~which when drawn by the first player, direct the first player to remove a player token from a next subsequent game space indicated by the first game piece that is also occupied by a player token.~~

11. (Currently Amended) The soccer board game of claim 10, wherein the first plurality of tokens include a first substitute token for use to substitute for a previously deployed one of the first tokens being removed. ~~the first player replaces a removed~~

~~player token with a substitute player token if the first player possesses at least one of the plurality of player tokens that has not been deployed, and the first player plays with one less than the plurality of player tokens if the plurality of player tokens have been previously deployed.~~

12. (Currently Amended) The soccer board game of claim 640, wherein the game board ~~is divided into at least~~further comprises a red card zone, within which at least one of said team spaces is disposed, and ~~a yellow card zone, wherein one or more of the plurality of chance cards~~include a chance card having an indicia instructing a token occupying one of the team spaces disposed in the red card zone ~~direct the first player to be unconditionally removed~~a player token from the game board if the first game piece is located within the red card zone.

13. (Currently Amended) The soccer board game of claim 4012, wherein the game board further comprises a yellow card zone, within which at least one of said team spaces is disposed, and the plurality of chance cards include a chance card having an indicia instructing a token occupying one of the team spaces disposed in the yellow card zone to be conditionally removed~~the first player is directed to remove a player token from the game board after the first player draws two yellow card chance cards while the first game piece is located within the yellow card zone.~~

14. (Currently Amended) The soccer board game of claim 1, wherein the first plurality of ~~player tokens~~ and the second plurality of ~~opponent tokens~~ each comprise 13 ~~tokens representing soccer players.~~

15. (Currently Amended) The soccer board game of claim 14, wherein ~~each of the first plurality of player tokens and the plurality of opponent tokens including~~ comprise nine tokens of a first type representing nine ordinary soccer players, two tokens of a second type representing two substitute soccer players, and two tokens of a third type representing two star soccer players, and the advantage and disadvantage movements indicated by the first indicia of the first team space is further dependent on the token type of the token occupying the first team space, when the game piece landed on the first team space.

16. (Currently Amended) The soccer board game of claim 14, wherein ~~each of the first player and the opponent player can occupy up to eleven game spaces on the game board with a corresponding number of player tokens at any given time the~~ game board comprises sufficient team spaces to allow up to eleven first tokens and eleven second tokens to be deployed for a game.

17. (Canceled)

18. (Currently Amended) The soccer board game of claim 1, wherein ~~each of a subset of the game spaces is associated with one of a plurality of countries the first~~ team space further comprises a second indicia indicating a country, and the advantage and disadvantage movements indicated by the first indicia are reflective of competitiveness of the country's national team.

19. (Canceled)

20. (Canceled)

21. (Currently Amended) The soccer board game of claim 1, wherein ~~each of a subset of the game spaces is associated with one of a plurality of soccer organizations~~ the first team space further comprises a second indicia indicating a soccer club, and the advantage and disadvantage movements indicated by the first indicia are reflective of competitiveness of the soccer club.

22. (Currently Amended) The soccer board game of claim 1, further comprising a wherein the first player moves the first game piece from the starting game space to the first transitional game space based upon an outcome of a chance device, the chance device stochastically indicating a number of spaces the game piece is to advance for a player turn.

23. (Original) The soccer board game of claim 22, wherein the chance device comprises at least one die.

24. through 39. (Canceled)

40. (New) The soccer board game of claim 6, wherein the soccer board game further comprises a plurality of chance cards, at least a first of which having second indicia instructing an action to be performed conditionally, based at least in part on a current location of the game piece on the game board, and the action spaces comprise at least one action space having third indicia instructing drawing of one of the chance cards.

41. (New) The soccer board game of claim 40, wherein the conditional actions comprise an action of scoring a goal by a selected one of the first and second teams against the other team.

42. (New) A soccer board game comprising:

- a first plurality of tokens adapted to represent soccer players of a first soccer team for a first player of the soccer board game;

- a second plurality of tokens adapted to represent soccer players of a second soccer team for a second player of the soccer board game;

- a game piece adapted to be movable, and selectively associated with either the first or the second plurality of tokens; and

- a game board having a plurality of game spaces defined thereon, including a number of team spaces for selective occupancy by selected ones of the first and second plurality of tokens and stochastic occupancy by the game piece, and at least a first of the team spaces having an indicia indicating a country, to modify an advantage and an disadvantage movement of the game piece when the game piece lands in the first team space, and the modification being reflective of competitiveness of the country's national team.

43. (New) The soccer board game of claim 42, wherein the advantage movement comprises the game piece advancing a number of the game spaces, relative to the first team space, and the advantage movement is to be effected when the first team space is occupied by a selected one of the first and second plurality of tokens that is associated with the game piece.



44. (New) The soccer board game of claim 42, wherein the disadvantage movement comprises the game piece retreating a number of the game spaces, relative to the first team space, and the disadvantage movement is to be effected when the first team space is occupied by a selected one of the first and second plurality of tokens that is not associated with the game piece.

45. (New) A soccer board game comprising:

- a first plurality of tokens adapted to represent soccer players of a first soccer team for a first player of the soccer board game;

- a second plurality of tokens adapted to represent soccer players of a second soccer team for a second player of the soccer board game;

- a game piece adapted to be movable, and selectively associated with either the first or the second plurality of tokens; and

- a game board having a plurality of game spaces defined thereon, including a number of team spaces for selective occupancy by selected ones of the first and second plurality of tokens and stochastic occupancy by the game piece, and at least a first of the team spaces having an indicia indicating a soccer club, to modify an advantage and an disadvantage movement of the game piece when the game piece lands in the first team space, and the modification being reflective of competitiveness of the soccer club.

46. (New) The soccer board game of claim 45, wherein the advantage movement comprises the game piece advancing a number of the game spaces, relative to the first team space, and the advantage movement is to be effected when the first team space is occupied by a selected one of the first and second plurality of tokens that is associated with the game piece.

47. (New) The soccer board game of claim 45, wherein the disadvantage movement comprises the game piece retreating a number of the game spaces, relative to the first team space, and the disadvantage movement is to be effected when the first team space is occupied by a selected one of the first and second plurality of tokens that is not associated with the game piece.

48. (New) A soccer board game comprising:

- a first plurality of tokens adapted to represent soccer players of a first soccer team for a first player of the soccer board game;

- a second plurality of tokens adapted to represent soccer players of a second soccer team for a second player of the soccer board game;

- a game board having a plurality of game spaces defined thereon, including a number of team spaces, and a colored card zone within which at least some of the team spaces are disposed, the team spaces being provided for selective occupancy by selected ones of the first and second plurality of tokens; and

- a number of chance cards including a first chance card having an indicia instructing either unconditional or conditional removal of one of the first and second plurality of tokens occupying one of the team spaces disposed in the colored card zone.

49. (New) The soccer board game of claim 48, wherein the colored card zone comprises a red card zone, and the first chance card having an indicia instructing a token occupying one of the team spaces disposed in the red card zone be unconditionally removed.

50. (New) The soccer board game of claim 48, wherein the colored card zone comprises a yellow card zone, and the first chance card having an indicia instructing a token occupying one of the team spaces disposed in the yellow card zone be conditionally removed.

51. (New) An apparatus comprising:  
storage medium having stored therein a plurality of instructions adapted to virtually implement the soccer board game of either claim 1, 42, 45 or 48; and  
at least one processor coupled to the storage medium to execute the instructions.